Bootlin training course evaluation
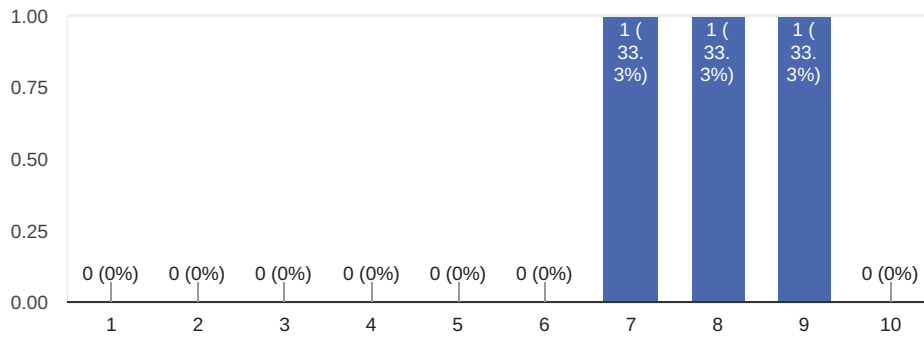
3 responses

Publish analytics

Overall rating of the course

Copy

3 responses
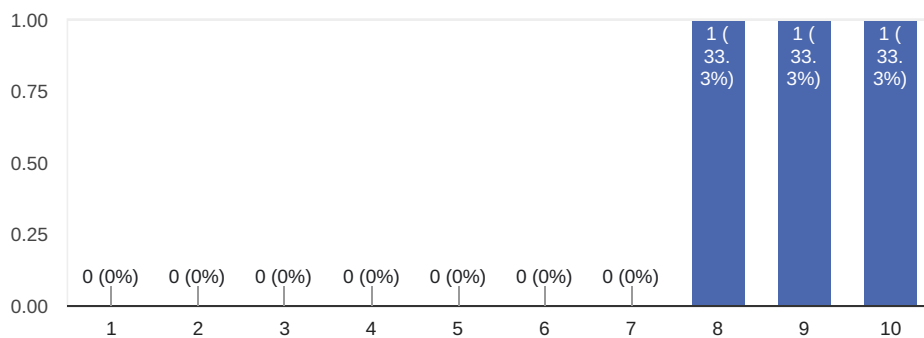

Comments and suggestions

1 response

I think a little too much time was spent on the first (general theory) part, to the detriment of the later Linux specific parts. That is not to say all the theory was useless and should be removed, the basic concepts of pixel representation, color spaces etc are of course needed and important but some of the more image processing related things like frequency domain representation and line drawing algorithms less so to me. Not that they are not interesting but I think the time would have been better spent on other things.

How useful were the lectures?

Copy

3 responses

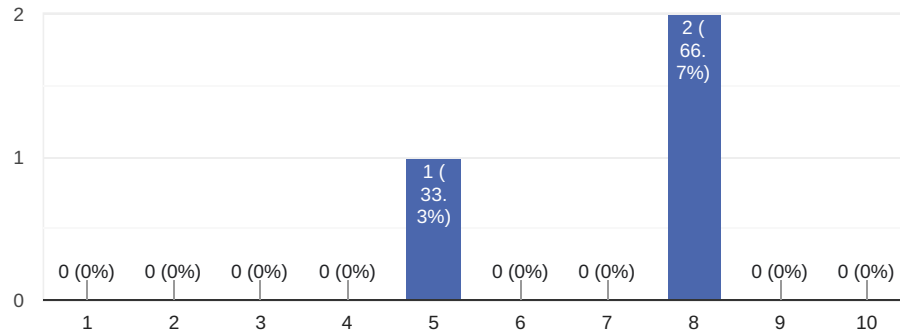## Comments and suggestions

1 response

I would probably have preferred spending a little bit less time on the first two main arguments (general picture representation, and harware aspects) and have some more insights on the kernel and userspace parts. The two latest lessons have been very intense, but also interesting, so it has been a pity to be struggling to understand everythig.

How useful were the practical demos?

3 responses

Comments and suggestions

3 responses

I think that practical demos should took more time and should be explained slowly.
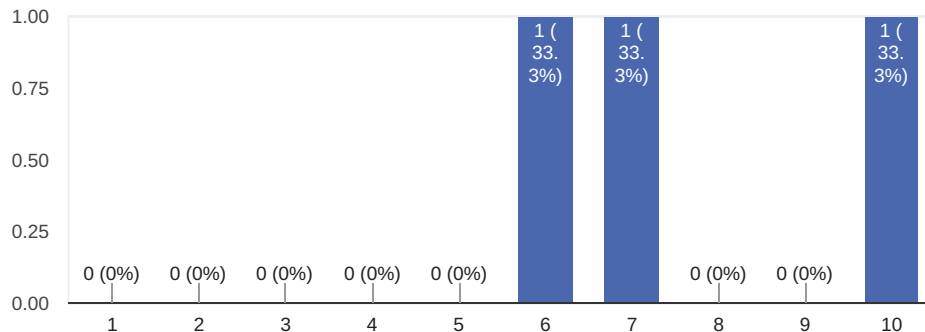
I sometimes got lost in the implementation details, but overall it was a good way to explain the concepts

Not really enough of them. I would also have preferred some hands on coding (though I appreciate it is difficult for this materiel)

How would you rate the overall organization of the course?

3 responses

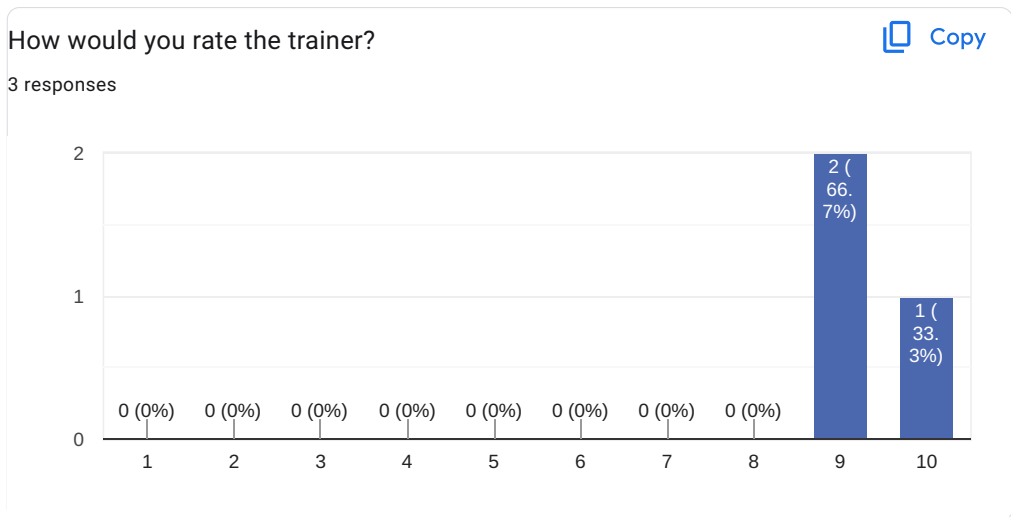## Comments and suggestions

1 response

The first part of the course (first 8hrs) lasts too much and it treats quite "generally available" topics (I can study these topics on any image processing training sessions, and these topics should be requirements in order to partecipate to the Linux graphics stack course)... while the second part (last 8hrs), which is the real aim of a linux graphic course provided by a "Linux expert", was faced in hurry and some important code samples was shown in an approximative way. I really would have preferred a 4-hrs "introduction" and then 12-hrs about kernel and userland topics.
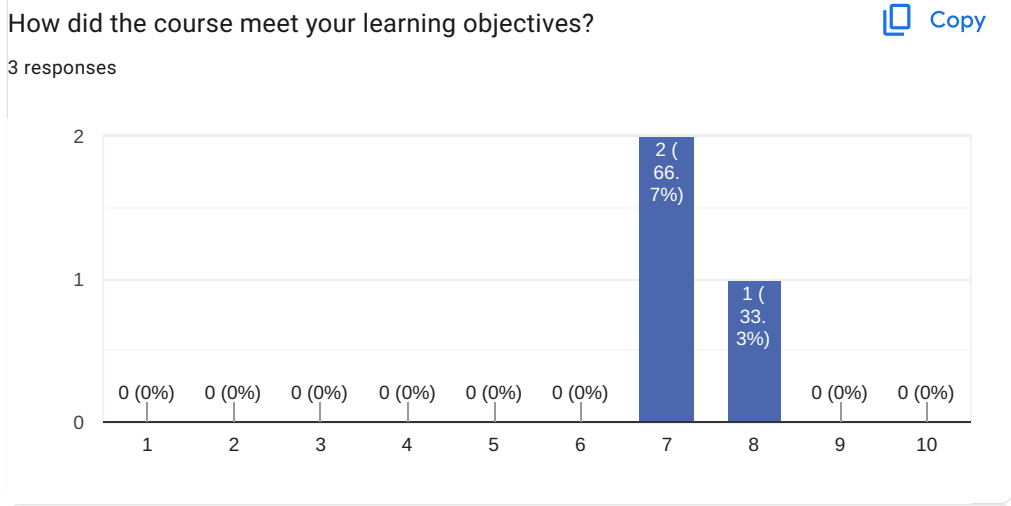
How would you rate the trainer?

3 responses

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Bar chart showing ratings 1 through 10. Values: 1: 0 (0%), 2: 0 (0%), 3: 0 (0%), 4: 0 (0%), 5: 0 (0%), 6: 0 (0%), 7: 0 (0%), 8: 0 (0%), 9: 2 (66.7%), 10: 1 (33.3%)

Comments and suggestions

1 response

It has been very interesting for once seeing someone talk about a topic that was central to his work life, and he always had more insights on the various subjects.

How did the course meet your learning objectives?

3 responses

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Bar chart showing ratings 1 through 10. Values: 1: 0 (0%), 2: 0 (0%), 3: 0 (0%), 4: 0 (0%), 5: 0 (0%), 6: 0 (0%), 7: 2 (66.7%), 8: 1 (33.3%), 9: 0 (0%), 10: 0 (0%)

Comments and suggestions

1 response

I would have preferred more information on the high level graphical toolkits and especially their integration in the context of an embedded Linux system (eg QT + EGLFS ou??, web renderers, how to integrate EFL, use wayland or not, ...).

What part(s) of the course did you like most?

2 responses

The second and third lesson were illuminating in understanding the behaviour of graphics hardware and software.
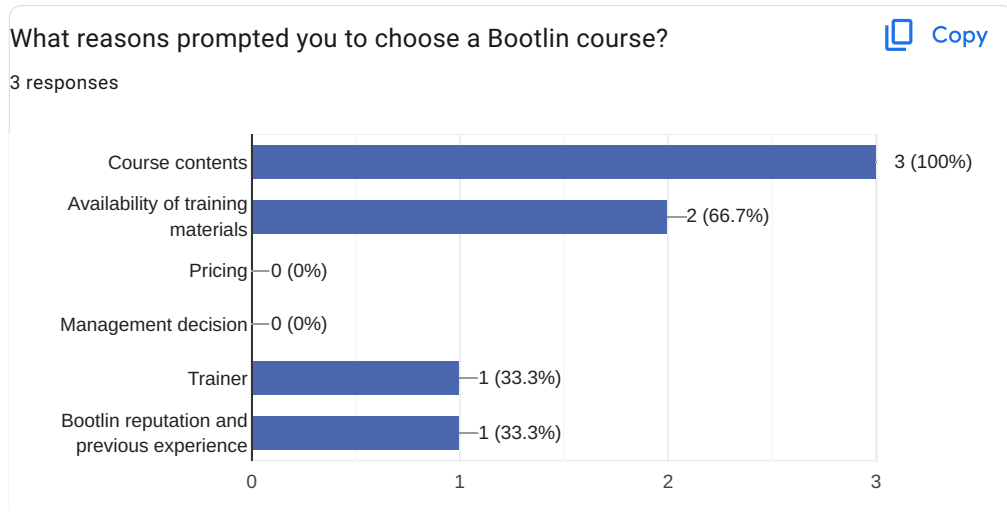
Kernel + userspace interfaces

What part(s) of the course did you like least?

1 response

Image processing theory

What reasons prompted you to choose a Bootlin course?

Copy

3 responses

Reason	Responses
Course contents	3 (100%)
Availability of training materials	2 (66.7%)
Pricing	0 (0%)
Management decision	0 (0%)
Trainer	1 (33.3%)
Bootlin reputation and previous experience	1 (33.3%)

Comments

0 responses

No responses yet for this question.

Further training needs?

0 responses

No responses yet for this question.

Google Forms